



case study

CSU Global



How Gamelearn provided the engaging and practical **solution CSU** required to teach the soft skills needed to lead organizations.

www.game-learn.com | info@game-learn.com



CSU: top-level online education

Colorado State University Global is a 100% online nonprofit state school that is fully accredited by the Higher Learning Commission. The university has provided online education to bachelor and master's students since 2008. As CSU's courses are online, their student base is incredibly diverse, with students from many different countries and backgrounds.

They pride themselves on being student-centric and are seeking to become the premier online university. CSU has been growing at a break-neck pace and is expanding globally.

Dina Samora has been with CSU Global for seven years. She is currently the Program Director for the Organizational Leadership course. Her role is to manage the curriculum and program development, as well as overseeing the students' experience.



The challenge in learning soft skills

Dina and her team wanted to innovate and increase their students' level of engagement. In Dina's program, it's crucial to teach students soft skills, but they're almost impossible to assess other than in a live environment. It's when students graduate and become leaders, that they make mistakes and learn their strengths and weaknesses. This is what the team wanted to change. Soft skills can be taught but how do you know the students are learning? That was the main challenge.



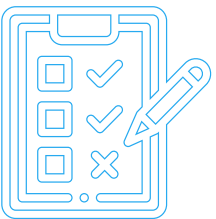
Soft Skills Challenges:

1



Practice

2



Assessment



The challenge in learning soft skills

In organizational leadership, there's a tendency to think that you need hard skills, but there's a lot more involved in terms of soft skills and emotional intelligence that's at risk of being overlooked. Self-assessment is really important in leadership, students need to know themselves, understand their strengths and weaknesses, and how to work with others. Dina began her quest to find a way to let her students experience practicing those soft skills within an academic environment. And that's when she found Gamelearn.



Game-based learning steps in

Dina and Gamelearn formed a partnership and integrated Gamelearn's platform into the Organizational Leadership course. They started out by having students play the game Pacific on the platform, as it fit perfectly with the course content. Students would play a segment of the game each week for about seven weeks.

When the team introduced the game as part of the course, they weren't sure how students would accept it, especially considering the large range in ages. Dina got the rest of the faculty on board and excited about the games, which in turn got the students looking forward to playing them. In the end, every one of the students enjoyed this innovative learning experience.



The Solution: Game-based Learning

When the students started playing the game they were immediately engaged, it was visually stimulating and very exciting. As players, they got to be part of the game and practice what it's like to be a leader. They fully immersed themselves in the game and truly connected with the characters, talking about them as if they were real people they were working with. That started CSU's relationship with Gamelearn, and it has only grown since then.

Gamelearn's platform consists of simulations and real-life cases that allow students to practice soft skills in realistic but safe environments. They also include gamification techniques paired with storytelling to increase engagement and motivation. All of that combined with top-quality content, it's the real game-based learning experience.

Compared to different simulation-type software they'd used, Gamelearn far exceeded any other options.



Gamification and Storytelling



Top quality and applicable content



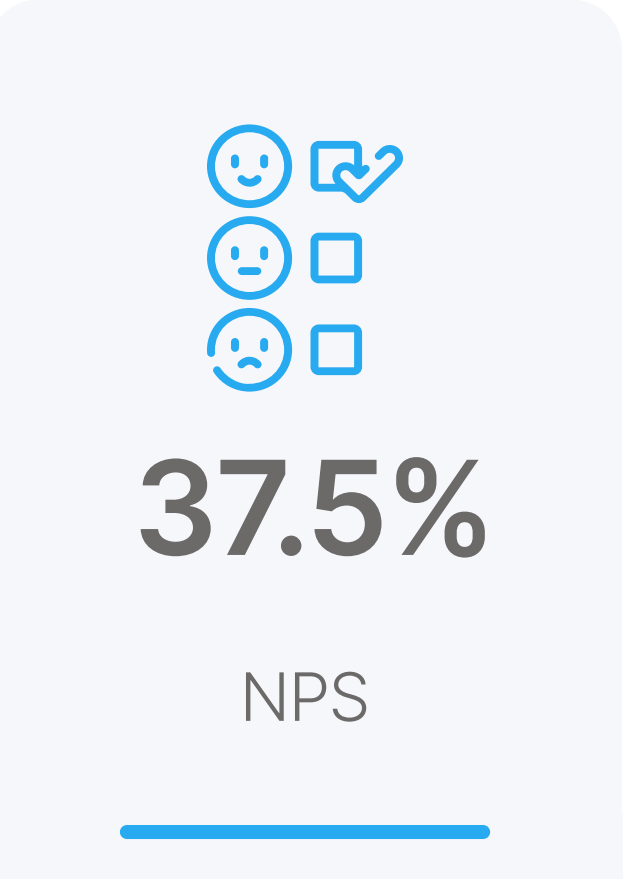
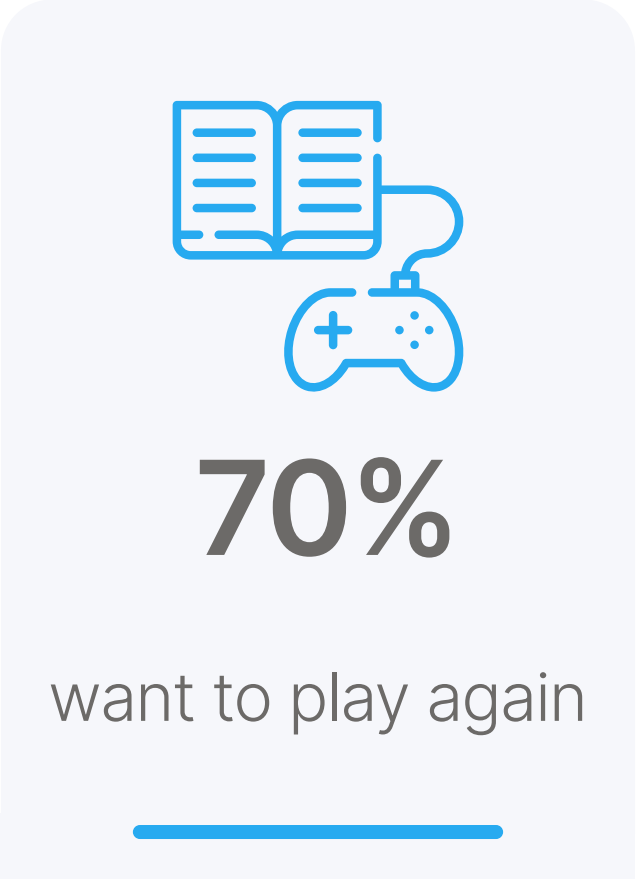
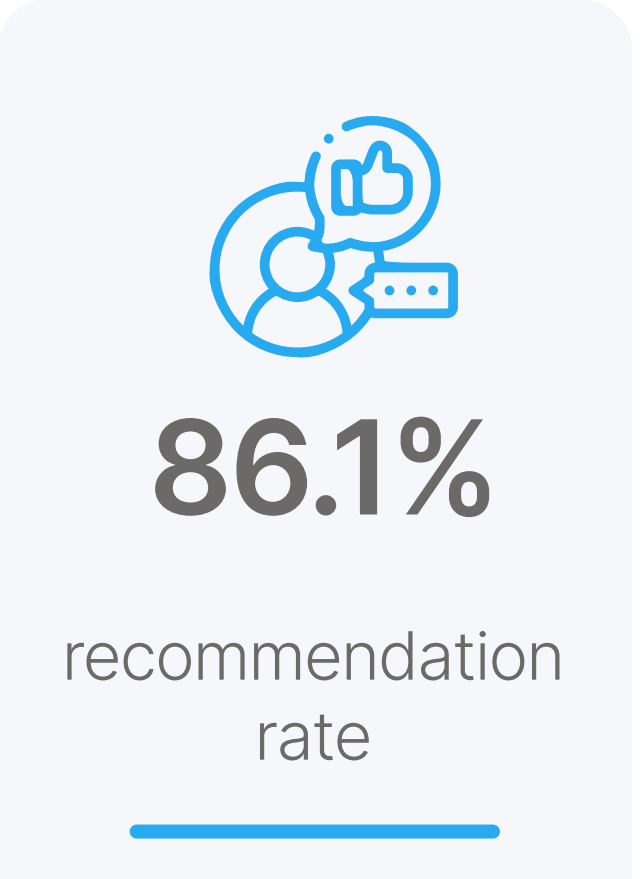
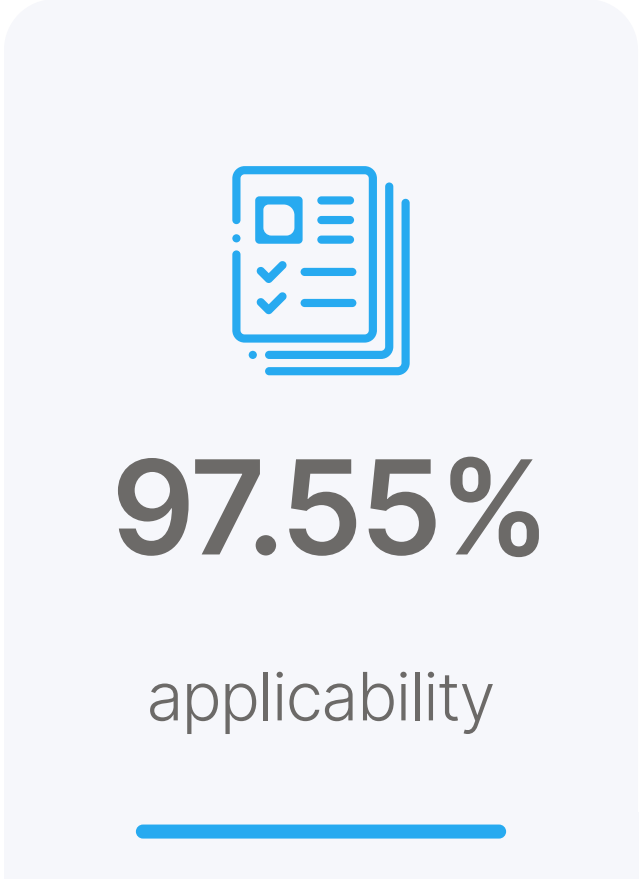
Real-life simulations with personalized feedback



The results speak for themselves

Dina didn't know exactly what the solution to her challenges would be, but when she and her team found Gamelearn they realized they'd stumbled upon what they were looking for. Dina sums up the results concisely, "it really did what we were hoping it would do". From the students' and faculty's feedback, they knew they had made a wise choice.

The students of Organizational Leadership rate the games' applicability to their course and professional lives at 97.5%. 86.1% of them would recommend the platform to their colleagues and they gave it an NPS (net promoter score) of 35.7. Moreover, around 70% of students ask if they can play the games again. Using Gamelearn's platform in their course presented very clear advantages.



The results speak for themselves

The first was the high level of engagement. Faculty love teaching with the games integrated into the course because the students are fully engaged. That engagement motivates the students and creates an energy in the course room that can't be created any other way. The Organizational Leadership course has generated its own environment, different from any other course offered by CSU, and that's thanks to Gamelearn's platform.

Another advantage is that students can apply what they've learned in previous courses to the game. They had a chance to practice the necessary soft skills to lead an organization in a safe environment. The students declared that playing the games on Gamelearn's platform had been "life-changing" for them as leaders. With these games, students could practice without hurting anyone or causing any damage, and they could realize the areas they needed to work on. It truly prepared them for real-world situations. Dina estimates an increase of over 80% in the knowledge the students learned about leadership by using the platform.



The results speak for themselves

Dina highly recommends Gamelearn for the immersive and practical experience their games provide. The ability to see the outcomes of your decisions instantly, rather than in an organization where you can cause problems, is invaluable. Gamelearn's platform is a great way to learn, not only in an academic context but also in a corporate setting. As Dina says, "it's a fun, quick way to train adult learners without having to send them through an entire course. They can focus on their self-development at their own pace and really see results".



"Students loved the soft skills, they walked away knowing more about themselves as leaders, knowing more about their abilities, their strengths and weaknesses, and that is priceless."



Dina Samora, Ed.D

Program Director, Organizational Leadership
at Colorado State University Global



Looking ahead: creating customized educational games

Dina and CSU plan to continue their partnership with Gamelearn, “we know the students like it and we know it works”. She’s confident that more and more program directors within CSU are going to start using Gamelearn. In her opinion, many specializations and courses can be enhanced with Gamelearn.

She’s also working on making it possible for her students to play the games multiple times, as they want to try different approaches and see how they affect the outcome. This is a key factor in measuring students’ engagement, seeing how many times they play the games, and Dina has high hopes.

Another thing that really has her team excited is Editor, Gamelearn’s video game authoring tool. They’re already planning on making shorter games with Editor to really drive home certain



“For a moment you can forget about what’s going on in life and you get to be the leader, you get to practice what it’s like to be the leader. That’s why we chose Gamelearn.”

Dina Samora, Ed.D.

Program Director, Organizational Leadership
at Colorado State University Global

concepts of organizational leadership that they want students to concentrate on. The great thing about Editor is not needing to have any technical skills—there’s no coding needed to make your own educational game. It’s quite powerful, it can change the way you plan the course.

The team’s strategy is to have students play the games on Gamelearn’s platform and then take some specific elements a bit further with games created using Editor. Dina says her team “can’t wait to get their hands on Editor”, it’ll be at the forefront of program development for Organizational Leadership at CSU.



Featured highlights with **Dina Samora**

[Watch now](#)

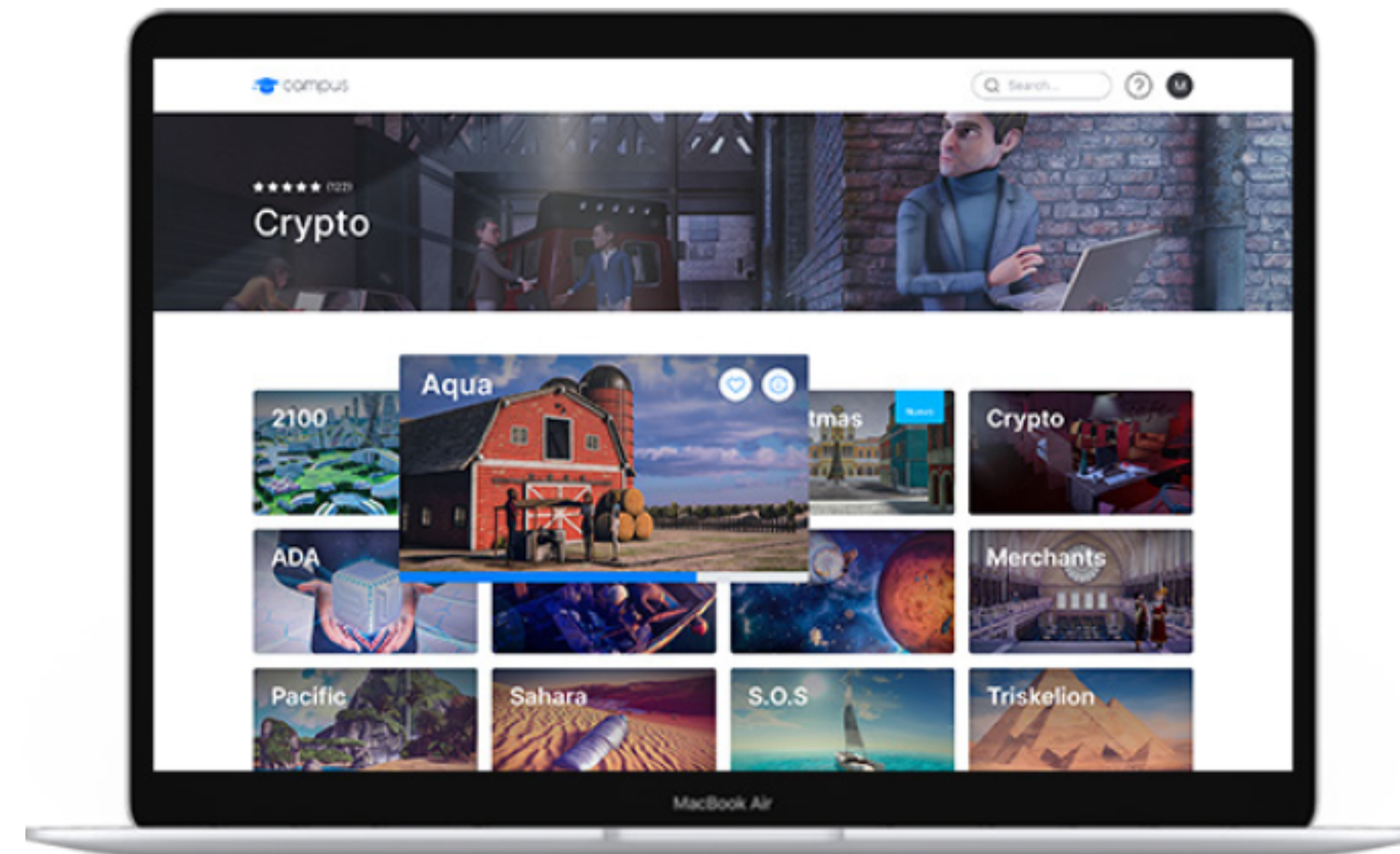


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